

TRAINING SYSTEMS AND DEVICES

Indoor Simulated Marksmanship Trainer-Enhanced (ISMT-E)

DESCRIPTION

The Indoor Simulated Marksmanship Trainer-Enhanced (ISMT-E) is an interactive training system designed to support marksmanship skills in a classroom setting. The ISMT-E provides training in marksmanship skills for the M16A2, M9, M249, M240G, Mk19, AT4, SMAW, M203, MP5, SRAW/Predator, shotgun, and mortars. Shooters fire laser-fitted infantry weapon simulators to engage target sets projected on a large screen display employing three-dimensional graphics simulation technology.

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| PROCUREMENT PROFILE: | FY00 | FY01 |
| <i>Quantity: ISMT-E</i> | <i>22</i> | <i>0</i> |
| <i>IST-E</i> | <i>25</i> | <i>0</i> |

OPERATIONAL IMPACT

The ISMT-E will replace the current video-based ISMT system at selected units. The current ISMT system has four firing positions with the Infantry Squad Trainer (IST) (the expanded version of the ISMT) providing 12 firing positions. The ISMT-E will add a fifth firing position and the IST-E will accommodate up to 15 shooters. These systems present trainees with target sets in a variety of realistic scenarios that exercise marksmanship and weapons skills, small unit proficiency, and shoot/no shoot judgment. Forward observer (FO) spotting and firing with night vision devices can also be performed, and the system employs a shoot-back mechanism that is compatible with MILES. ISMT-E will enable individual Marines and small units to train in a Distributed Interactive Simulation (DIS)/High Level Architecture (HLA) environment by providing the ability to interface with other ground training simulators and systems such as the Combat Vehicle Appended Trainer (CVAT) and Range Instrumentation System (RIS). ISMT-E will also add new weapons simulators for the M4 carbine, Joint Service Combat Shotgun and Predator.

PROGRAM STATUS

ISMT (E) will be procured in FY00. IOC is scheduled for FY01, with FOC in FY02.

DEVELOPER/MANUFACTURER

TBD